

Stage 12

Brought to you by ESP.



Timeless Far & Near

SCORING...Shots Limited

TARGETS...6 paper

ROUNDS...36

START ...Audible

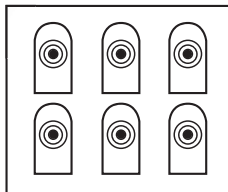
STOP...Last Shot

START POSITION ...Standing behind fault line
facing downrange with hands at sides.

STRING 1 ALTERNATE POSITION...

In lieu of prone position is wrists above
shoulders facing uprange. Turn, draw
and engage each target with 1 round
each while standing.

X hits will subtract 1 second per
occurrence.



D

C

B

A

STAGE PROCEDURE

String 1...At signal draw and engage each target with 1 round
each in the prone position from behind fault line A.

String 2...At signal draw and engage each target with 1 round
each from behind fault line B.

String 3...At signal draw and engage targets with 2 rounds
each with a mandatory reload from behind fault line C.

String 4...At signal draw and engage the top 3 targets with 2
rounds each strong hand. Make a mandatory reload and
engage the bottom 3 targets with 2 rounds each weak hand.
All targets are to be engaged from behind fault line D.